Two New Zombie Plague Boards

After trying my hand at reworking the original Zombie Plague board, I figured it would be worth it to try making a few more maps.

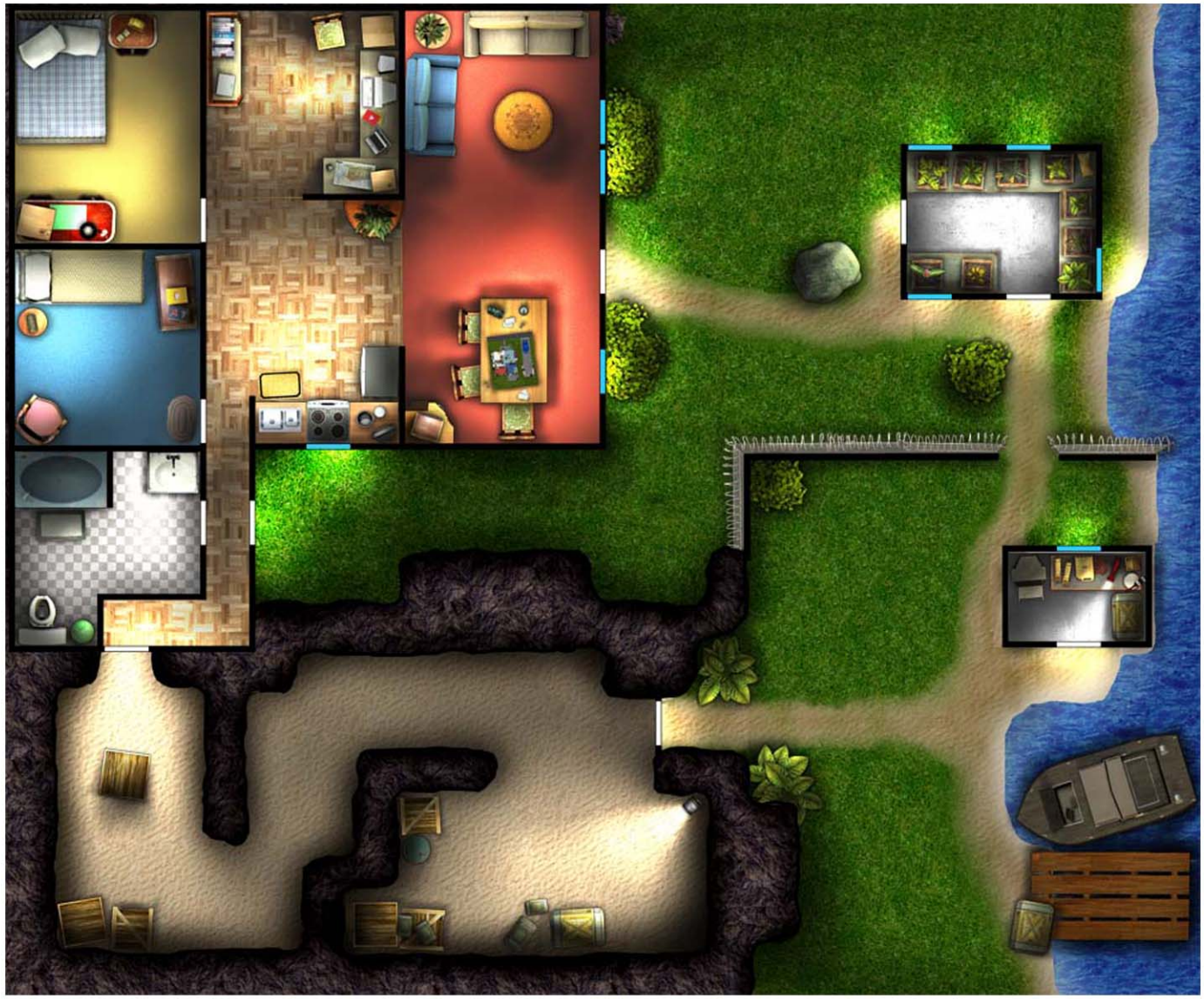
The Island

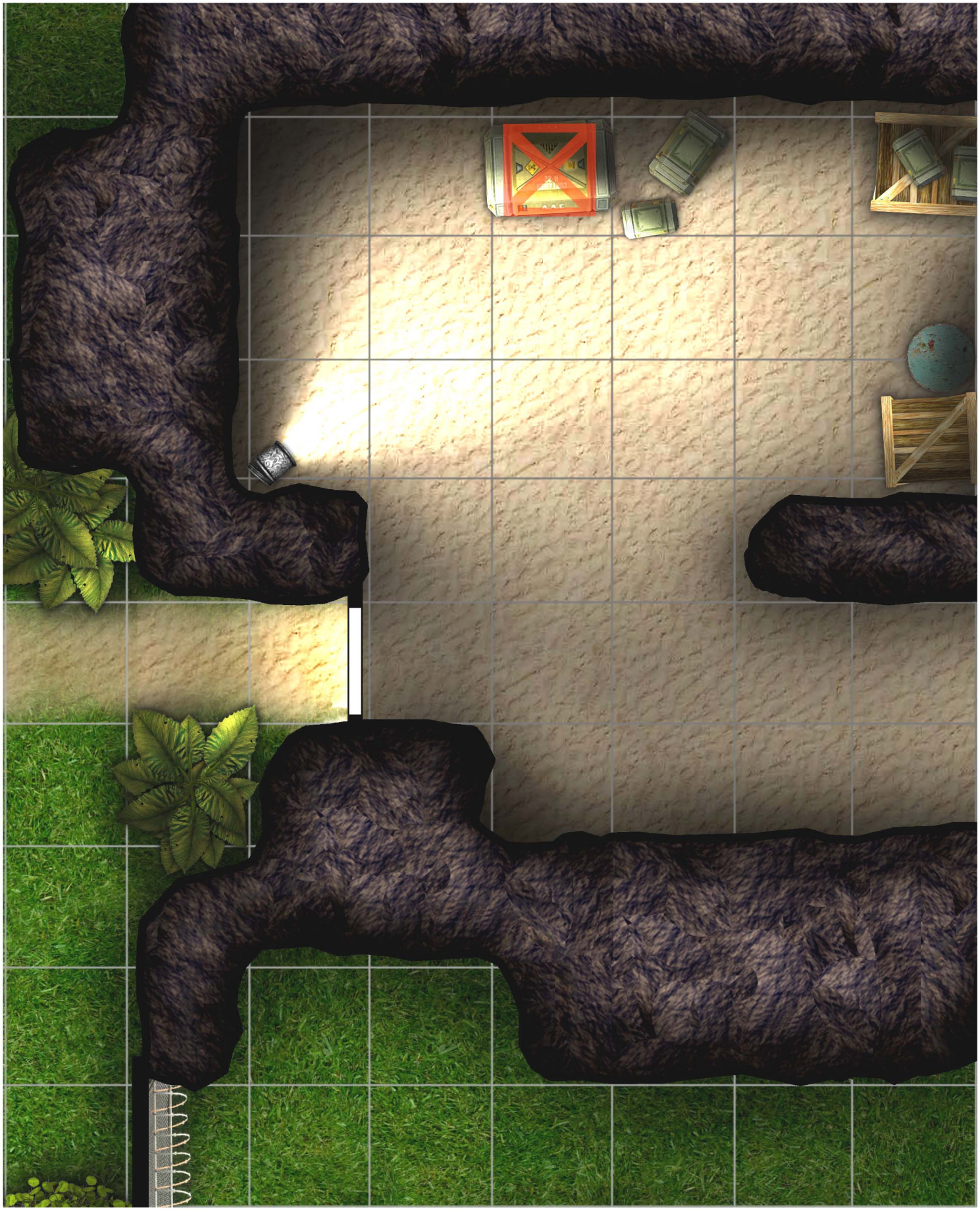
This is a re-design of the Isla de los Muertos map by Malechi. This version is slightly altered to make some areas in the cave and house slightly larger and more spacious. Also, some windows have been removed. Victory conditions for humans remain the same as the original map: search all squares and barricade all humans inside the house with no zombies inside. For this board, no new search cards are needed. Use the original deck, but simply use the "Car Keys" to start the boat. Humans spend double AP to do anything in water spaces, while zombies move normally. Some windows are blocked by objects on either the inside or outside. These blocked windows can NOT be moved through, but CAN be fired through by ranged weapons or items. These windows do not need to be barricaded to accomplish the human victory conditions.

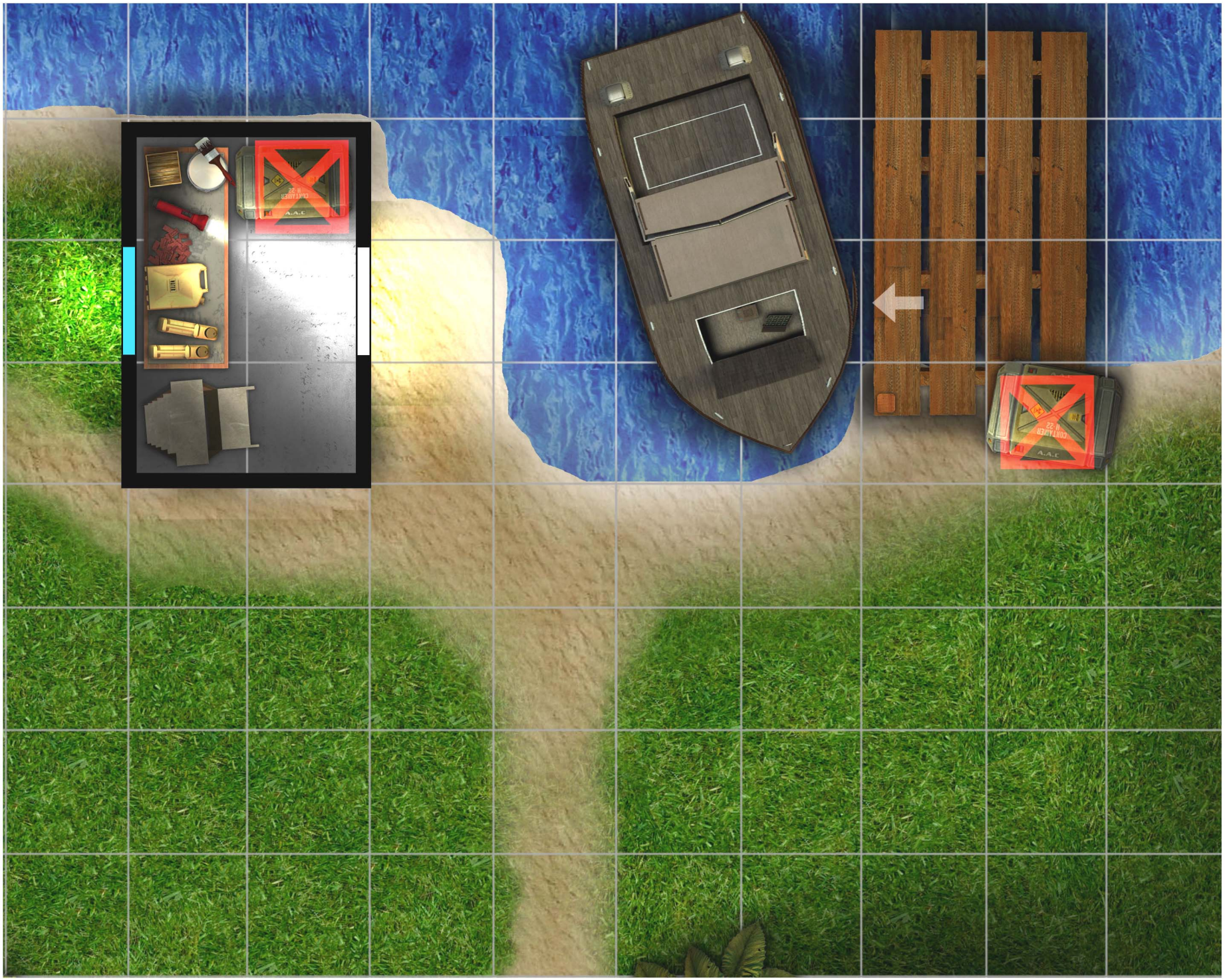
The City

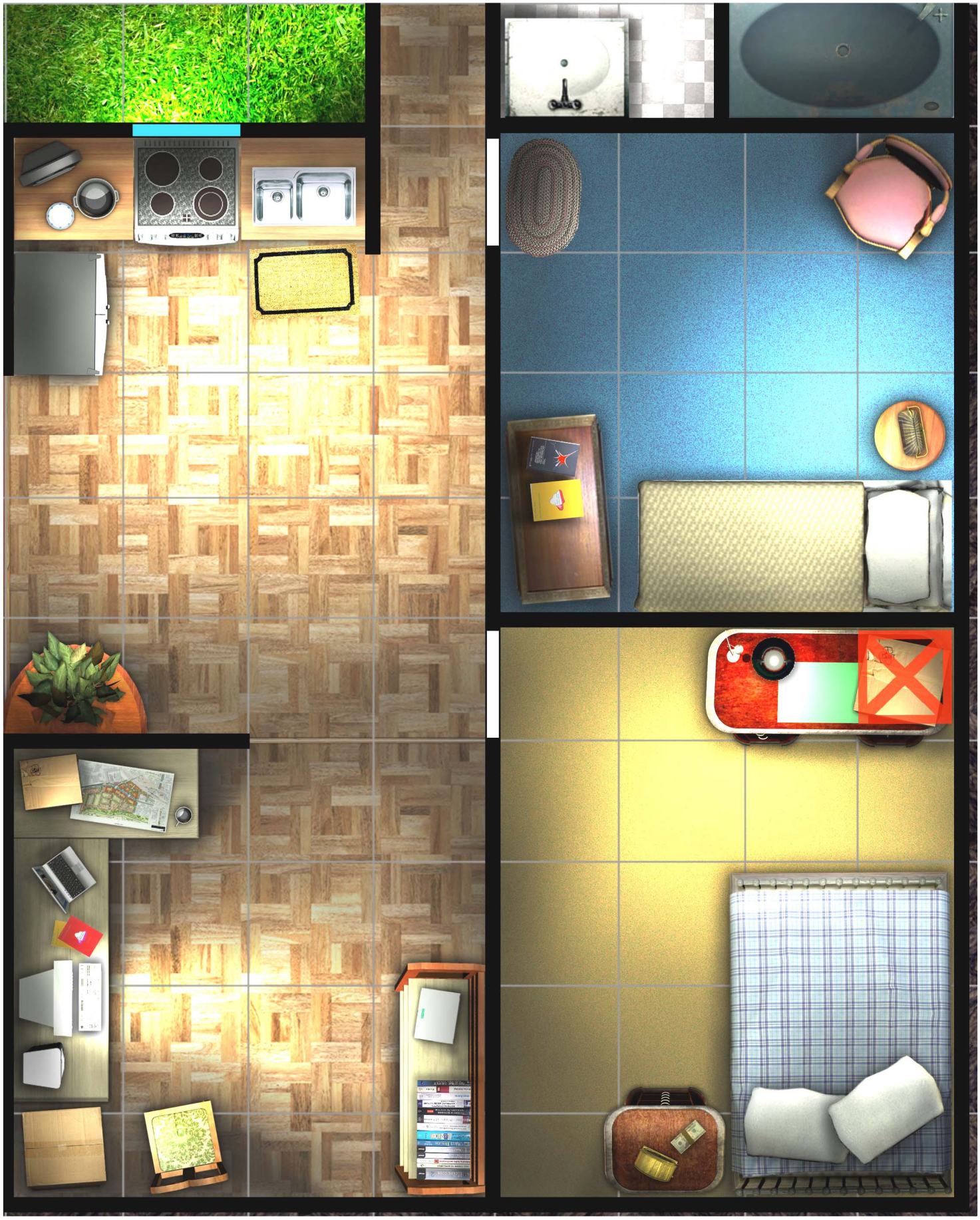
This is an original map. In its design, I tried to make a map that would catch the feeling of a zombie infested city: dashing from building to building, running down alleys, and squeezing between abandoned vehicles. Victory conditions are the same as the original map: search all squares and then barricade all humans inside the house with no zombies inside. For this board, no new search cards are needed. Use the original deck, but simply use the "Car Keys" to start the truck. Humans may hop into the cargo area of the truck to escape, as well. Only the key holder is required to sit in the front and roll a 6 to start. Some windows are blocked by objects on either the inside or outside. These blocked windows can NOT be moved through, but CAN be fired through by ranged weapons or items. These windows do not need to be barricaded to accomplish the human victory conditions.

Any comments or questions, please e-mail me at kwanchai13@hotmail.com. Enjoy and happy gaming. ~Kwanchai









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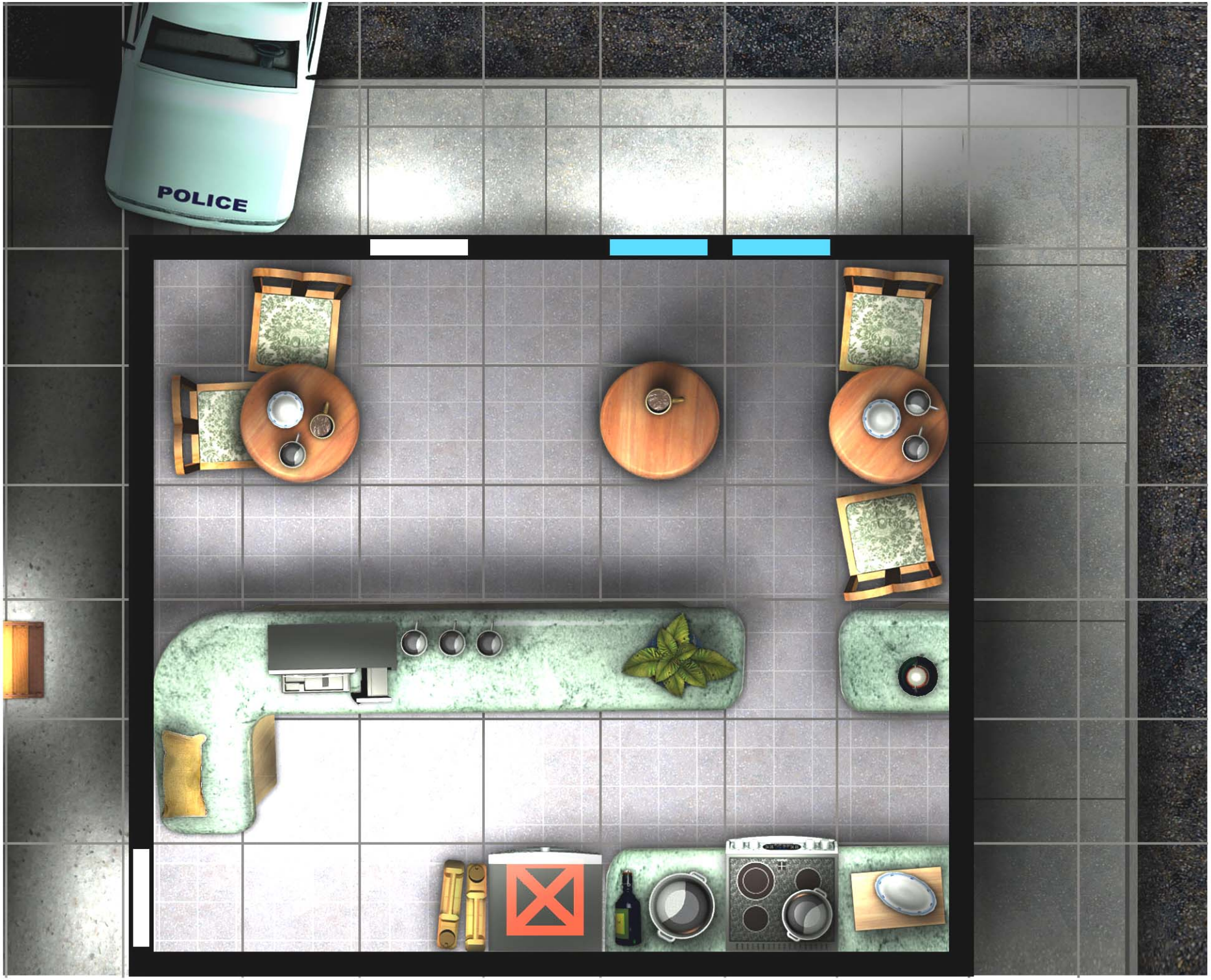
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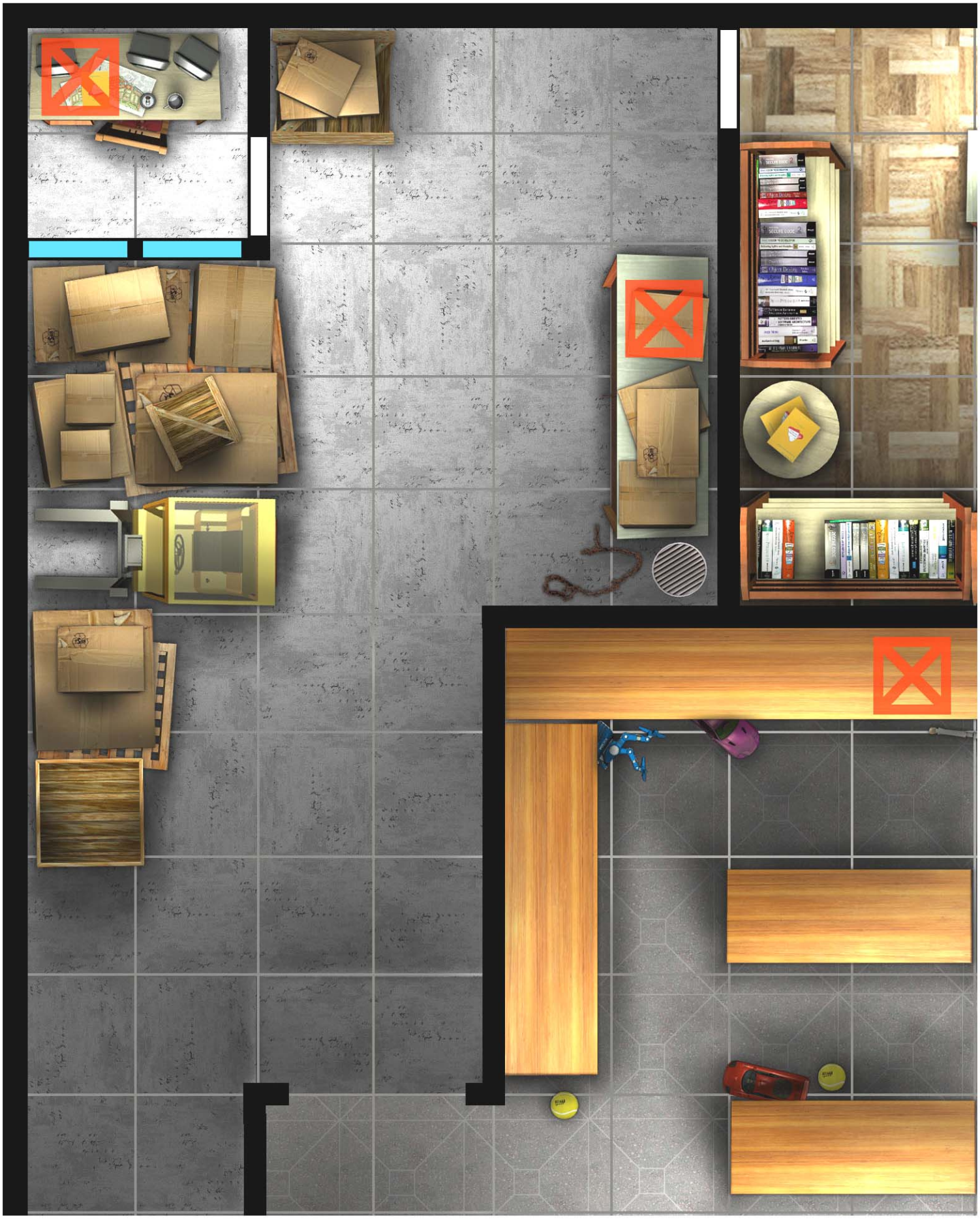

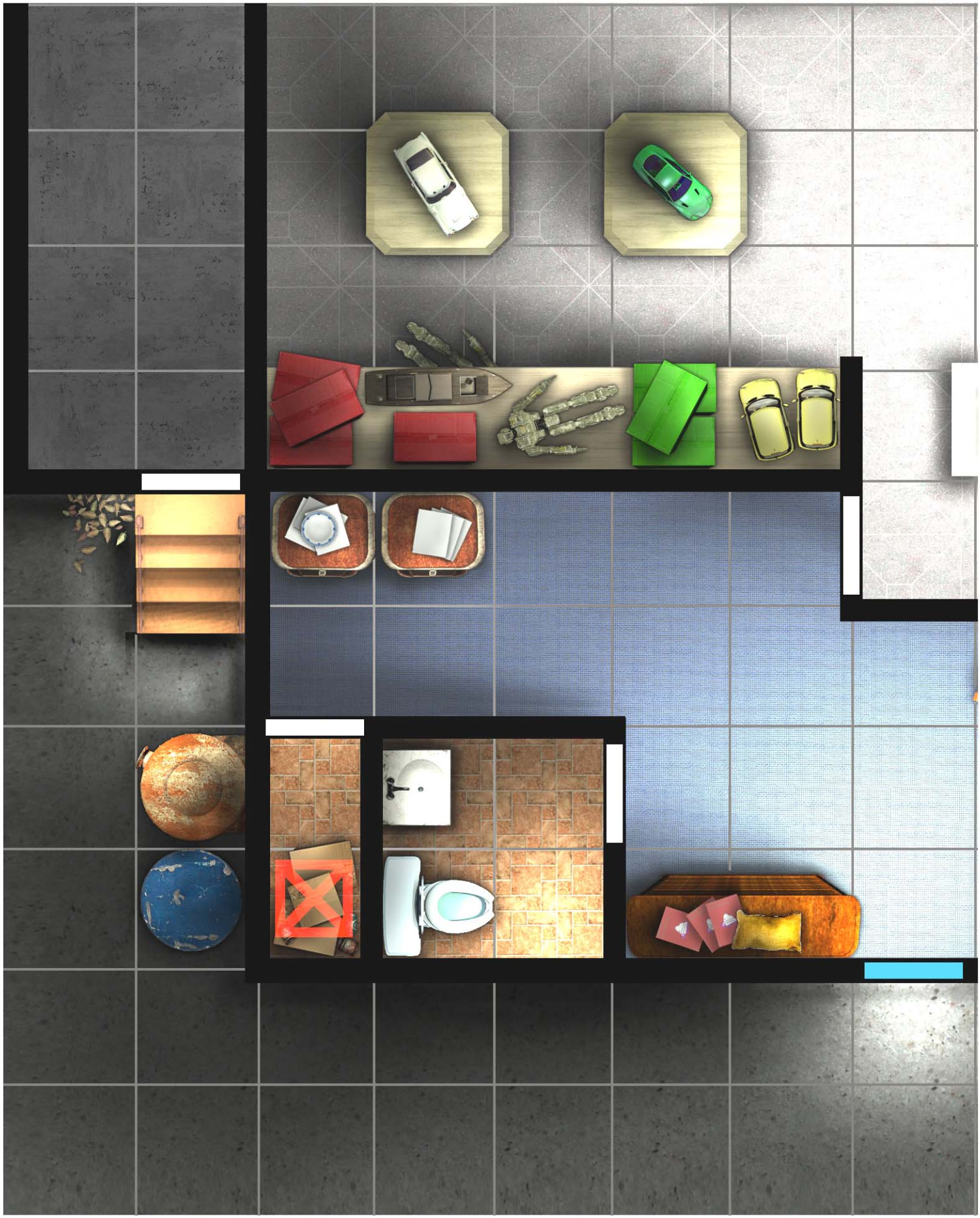

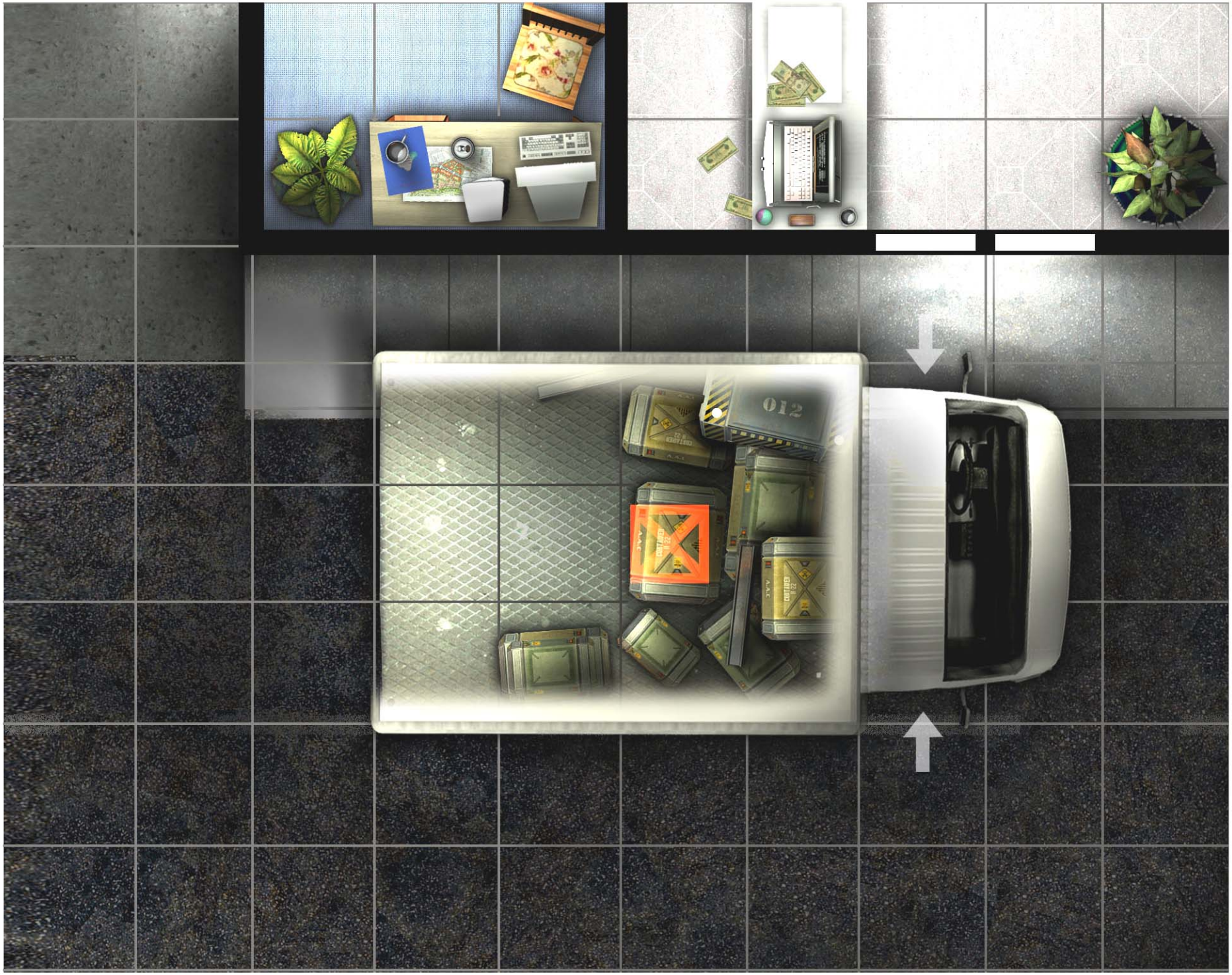
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